

-000XX Agility Feat -000000 Athletics -000000 Armed Fighting -00000 Criminal -0000CX Dodge -00000 Fighting -00000 Pilot -00000T Stealth



Thrown Weapons -

#### Intellect Feat -000XX

- \* Archanotechnician -Archanotech -00000 Engineering -0000CX \* Armourer
  - -000000 Bureaucracy **Business** -0000XX
- \* Communications -00000 -0000XX \* Computers
- -00000 Culture \* Demolitions -0000T
- Education -000000
- \* Engineering -00000 -00000 History -00000 \* Larceny
- -000000 Law Enforcement -000XXX Literacy
- -00000 \*\* Medicine
- -000000 \* Munitions -00000 \* Occult
- -0000T Research
- -000000 Savoir-Faire -00000 \* Science (Earth)
- R\* Science (Life) -00000
- \*\* Science (Physical) -0000CX
- -00000 \* Security -00000 Streetwise
- -0000XX Surveillance -0000XX \* Technician
- ▲ Combat Skill
  - \* Professional Skill R Has Requirements



**PERCEPTION** 

 $-\infty\infty$ Perception Feat -00000 \* Appraisal -00000 Artist -0000XX Observation

-0000**1** Marksman 



Presence Feat -00000 -0000**1**0 Intimidate -00000 Misdirect -00000 Performance -000XX Persuade -00000 Seduction



-0000**1** Strength Feat



Tenacity Feat -0000**(X**) -0000CXC) Survival

## MISC

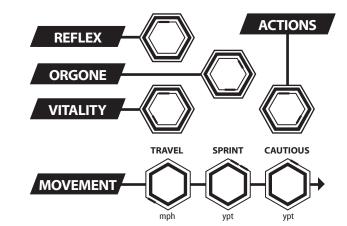
-00000 -00000C -000XX -0000CX -000XX Hobbies, Languages, etc.

### **SPECIALIZATIONS**

 $-\infty$  $-\infty$  $-\infty$ 

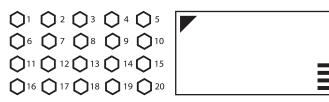


### **SECONDARY ATTRIBUTES**



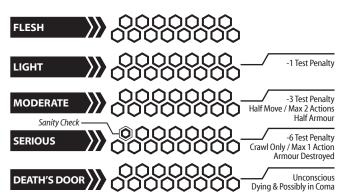
### **DRAMA POINTS**





### **HEALTH**

Black out all but Vitality hexes in each block



Name/Callsign				
Race		Profession		
Place of Birth		Allegiance		
Age	Sex	Flaw	Virtue	
guishing Features	Disting			

QUALITIES	
Φ	
Φ	
Φ	
Φ	
Φ	
Φ	
Φ	
Φ	Portrai

♠ Asset ♠ Drawback



\_\_\_\_\_

**INSANITY** 

Disorders

Points/ Penalty

WEAPON	DMG	SHTS	RNDS	CAL	RNG	DMG	BONUS
					/ /		
					/ /		<b>=</b>
					/ /		
					_ / /		
					+2	2	1

ARMOUR	PROT		
		/	
	Trauma	Projectile	



-0000CX Aaility Feat -00000T Athletics -0000CX Armed Fighting -00000 Criminal -00000 Dodge -00000 Fighting -00000X Pilot -00000X Stealth



Thrown Weapons CXXXX

Intellect Feat -00000X \*\* Archanotechnician -Archanotech -0000XX Engineering -00000 \* Armourer -00000

Bureaucracy **Business** -00000 -0000CX \* Communications

-00000 \* Computers -000**00** Culture -0000**1** \* Demolitions

-00000 Education -000XX \* Engineering

-00000 History -000XX \* Larceny

-000000 Law Enforcement Literacy -00000**1** \*\* Medicine -00000**X** 

-0000CX \* Munitions

\* Occult -0000(X) -00000 Research -00000X

Savoir-Faire -000000

R\* Science (Earth) R\* Science (Life) -000XXX

-00000 R\* Science (Physical)

-00000 \* Security

Streetwise -0000**1** Surveillance -00000 -00000

\* Technician

▲ Combat Skill

\* Professional Skill R Has Requirements



-00000C Perception Feat -0000T \* Appraisal

-000000 Artist ~XXXXX Observation -0000**(X**)

Marksman Support Weapons -

# **SHIFTED** PRESENCE

Presence Feat -00XXXX Intimidate -00000 -0000CX Misdirect -0000CX Performance -000000 Persuade -000000 Seduction



Strength Feat



-00000

-000000 Tenacity Feat -0000TT Survival

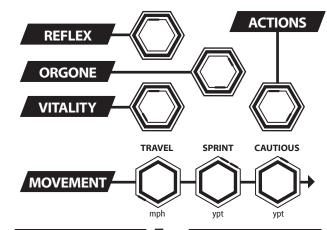
### MISC -XXXXX -000**0** -0000**1** ~XXXXXX -00000 Hobbies, Languages, etc.

**SPECIALIZATIONS** 

 $\infty$  $-\infty$  $-\infty$  $-\infty$ 



### **SECONDARY ATTRIBUTES**



## **DRAMA POINTS**



$\bigcirc 1$ $\bigcirc 2$ $\bigcirc 3$ $\bigcirc 4$ $\bigcirc 5$	
O <sub>6</sub> O <sub>7</sub> O <sub>8</sub> O <sub>9</sub> O <sub>10</sub>	
011 0 12 0 13 0 14 0 15	
016 0 17 0 18 0 19 0 20	

EALTH		
	Mortal	Tage

.ESH	<b>&gt;&gt;&gt;</b> 00000000 000	
GHT	» 0000000 000	-1 Test Penalty
ODERATE	000000000000000000000000000000000000000	-3 Test Penalty Half Move Max 2 Actions

**-**// 00000000 00 Sanity Check @0000000 000 **SERIOUS** 

Armour Destroyed Unconscious

Half Armour

-6 Test Penalty

Crawl Only

Max 1 Action

Black out all but Vitality hexes in each block. Reassign Tager damage to mortal hexes when shifting back.

			Name/Callsign
	Profession		Race & Tager Type
	Allegiance	-	Place of Birth
Virtue	Flaw	Sex	Age
		Dis	tinguishing Features

QUALITIES		
>		
<b></b>		
<b></b>		
>		
>		
>		
<b>&gt;</b>		
_	P	ortrait

♠ Asset ♠ Drawback

INSANITY

Points/

SPECIAL ABILITIES	

Tager: microhooks, x2 jump distance, sealed, 2 hr air

supply, +4 to Fear Tests, detect dhoanoids, Tager senses,

mindlink, big hands, insanity test 1/month

COMBAT

## Penalty Disorders 0 0 -2

WEAPON	DMG	SHTS	RNDS	CAL	RNG	DMG BONU
					_ / /	
					/ /	
					_//	
					_//	
					+22	

**ARMOUR** PROT Trauma Projectile